

\$34.95 U.S.

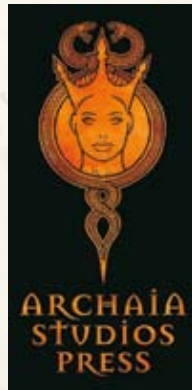
The lives of mice are a daily struggle for survival—the weather, wilderness and animals are uncaring and savage. But mice are a doughty people. Though all the world stands against them, they refuse to give up! They have claimed the Mouse Territories as their own: a network of cities, towns and villages where mice thrive and prosper despite all that stands in their way.

A band of selfless heroes makes it all possible. Called the Mouse Guard, these fearless mice blaze trails through the wilderness, escort travelers from city to city, and protect mice cities from predators and the fury of nature. In the *Mouse Guard Roleplaying Game*, you get to be one of them.

The *Mouse Guard Roleplaying Game* is based on the award-winning *Mouse Guard* comic book and graphic novel series written and illustrated by David Petersen. This game contains everything players need to know about the world of the Guard including rules for forming patrols and heading up missions into the beleaguered Territories.

The game is intended for all ages and uses a simplified version of designer Luke Crane's multiple-award-winning *Burning Wheel* rules system. New art from creator David Petersen and extensive background material on the Mouse Territories are provided within.

Do you have what it takes to fight for the ideals of the Mouse Guard?



For the convenience of Game Masters and Players, a map of the Mouse Territories is printed on the reverse of this jacket.

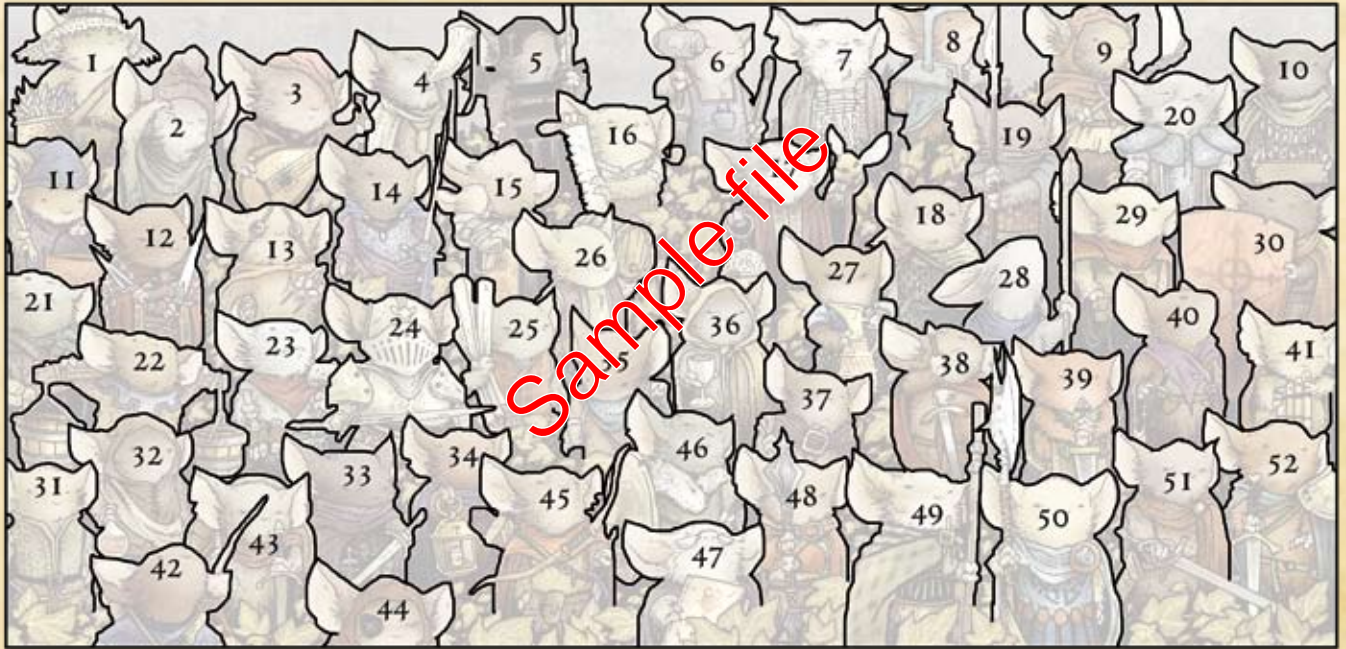


# MOUSE GUARD

## ROLEPLAYING GAME



FROM THE COVER...



- |                       |                    |                           |                         |             |               |               |
|-----------------------|--------------------|---------------------------|-------------------------|-------------|---------------|---------------|
| 1: GRAIN MERCHANT     | 9: HARVESTER       | 17: APIARY KEEPER         | 25: GENEALOGIST         | 33: ELYMIS  | 41: FAIRFAX   | 49: ANNIKA    |
| 2: QUIGGLY WILLOWROOT | 10: LANDRA         | 18: WALDON                | 26: ALE BREWER          | 34: NORA    | 42: PEARSE    | 50: GWENDOLYN |
| 3: LUTE PLAYER        | 11: COOK           | 19: CEDRIC                | 27: JUNE THE INN KEEPER | 35: BERWYNN | 43: EWING     | 51: FEAGAN    |
| 4: TOOTH HORN BLOWER  | 12: CERISE         | 20: SPRUCETUCK'S GOVERNOR | 28: KENZIE              | 36: ABIGAIL | 44: NIXSON    | 52: ERWYNN    |
| 5: AXE SOLDIER        | 13: CARTOGRAPHER   | 21: THORNE                | 29: ISABEL              | 37: LIETH   | 45: BASTIAN   |               |
| 6: BLACKSMITH         | 14: SELA           | 22: WATER CARRIER         | 30: RAND                | 38: SAXON   | 46: DELVIN    |               |
| 7: WEATHER WATCHER    | 15: MIRIBEL & BABY | 23: STONE MASON           | 31: VINSON              | 39: LIEAM   | 47: LIBRARIAN |               |
| 8: AEREN              | 16: CARPENTER      | 24: ARTUS THE ARMORED     | 32: APOTHECARY          | 40: SADIE   | 48: SIENNA    |               |

# TABLE OF CONTENTS

Foreword.....	5
It Revolves on This.....	7
The Mouse Guard.....	15
It's What We Fight For.....	41
The Mission.....	53
Resolution.....	85
Seasons.....	135
The Territories.....	167
Denizens of the Mouse Territories.....	191
Abilities and Skills.....	226
Traits.....	256
Sample Missions.....	271
Recruitment.....	297
Index.....	314
Reference.....	320



Sample file

# CREDIT DUE

## MOUSE GUARD CONCEPT AND COMICS

**David Petersen**

## MOUSE GUARD ROLEPLAYING GAME DESIGN

**Luke Crane**

## MOUSE GUARD ROLEPLAYING GAME ART

**David Petersen**

## EDITING

**Thor Olavsrud, Luke Crane, Mark Smylie,**

**Johanna Novales, Joseph Phillip Illidge**

## PLAYTESTING

Alexander Newman, Radek Drozdalski, Mayuran Tiruchelvam, Thor Olavsrud, Chris Allingham, Danaher Dempsey, John Stavropolous, Michaelthrax, Carly Bogen, Jason Ellis, David Petersen, Morgen Dukes, John Duggan, Edward Duggan, David Fox, Michael Fox, Sydney Fox, Kraig Halmer, Mark Allison, Peter Aronson, Jeremy Beakley, Eric Boyd, Robert Chilton, Ken Collins, Jason Furedy, Eric Hayden, David Lely, Micah Shaeffer, Aaron Stewart, Paul Beakley, Mike Lucas, TJ McCrea, Iain Grant, Mark Reid, Adam Drew, Rich DiTullio, William Ritchey, Pedro Amador-Gates, Daniel Heacox, J.R. Misitano, Joshua Moretto, Jacob Peterson, Rachel Walton, Phil Walton, Don Corcoran, Joanna Corcoran, Will Hashem, Cory Drew, Chris Smith, Matt Grossman, Matt Coburn, Katie Coburn and Dave Cleaver. Apologies to anymouse we forgot!

## DEEP THANKS

Clinton R. Nixon, Mark Smylie, David Petersen, Jared Sorensen, Carly Bogen, Alexander Newman, Radek Drozdalski, Mayuran Tiruchelvam, Thor Olavsrud, Chris Allingham, Nicole Fitting, Megan McFerren, Ben Lehman, Michael S. Miller, and Devin Binger.

## The Mouse Guard Roleplaying Game

Game content ©2008 Luke Crane. All rights reserved.  
Illustrations and comic content ©2008 David Petersen.

Mouse Guard is a trademark of David Petersen. Burning Wheel is a registered trademark ® of Luke Crane. The ASP Logo is a trademark of Archaia Studios Press.

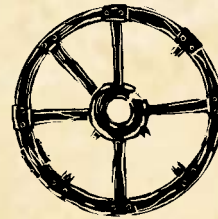
Printed in China.

SBN: 1-932386-88-2  
ISBN-13: 978-1-932386-88-2

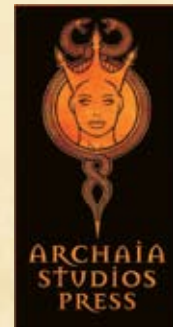
Archaia Studios Press  
586 Devon Street, 3rd floor  
Kearny, NJ 07032-2804

10 9 8 7 6 5 4 3 2 1

First Printing



*Burning<sup>the</sup> Wheel*



[www.aspcomics.com](http://www.aspcomics.com)  
[www.mouseguard.net](http://www.mouseguard.net)  
[www.burningwheel.com](http://www.burningwheel.com)

# FOREWORD

**O**n the floor of my childhood bedroom I sketched three mice that would change my life. While I think of the mice as creations of my own, I did base them on my friends' distinct personality traits. Over the course of our teen lives, my friends and I sat in each others' basements and attics rolling dice and imagining worlds far different from that of Flint, Michigan, where we all lived at the time. It was a wonderful escape. We explored playing characters that were sometimes much like ourselves in personality and sometimes vastly different. It was an interactive storytelling device that, I believe, honed my ideas about how to tell a story.

So, it wasn't long before we tried playing *Mouse Guard* as a roleplaying game. I ran the game and offered up situations and opposing characters that have now become fully cemented in the *Mouse Guard* comics. I was able to see how my friends thought my characters would react to a world where everything was larger than them and they were the most sought-after prey.



For me, *Mouse Guard* is about more than surviving in harsh conditions. It's about thriving in them. It's about character: the type of sacrifice that must be given by the exceptional to give peace to the common. It's about relationships: friends who have the same goal, but disagree on how to reach it. And it's about adventure: mice rushing into exciting battles against foes at least twice their size.

Luke Crane was masterfully able to take the things about *Mouse Guard* that are important, at its core, and mold his Burning Wheel roleplaying system around them. His fresh techniques cast off the idea of characters driven by statistics and lucky rolls of the dice, and focus on true character building. This is not a fantasy game in which you just happen to be mice; it is a game that accounts for the ideas of how mouse society is shown in *Mouse Guard*. Luke asked me to flesh out the gaps of information needed for a roleplaying game that were not yet present in the comic series, and I am very pleased to say that those ideas have sparked new stories.

May you, your family and friends enjoy playing in the world of *Mouse Guard*!

—David Petersen, Michigan, 2008





# IT REVOLVES ON THIS

Death is as powerful a weapon  
as it is an easy escape.  
Heroes can pass into legends,  
legends into myths,  
and myths fuel new heroes.

—The last recorded words of the Black Axe, Champion of the Mouse Guard

**W**elcome to the Mouse Guard roleplaying game. In this game, you take on the role of a mouse hero struggling against the wild, the seasons and his own mouse nature. Using the instructions presented in this book, you and a group of friends can sit down together and play out a series of adventures like those depicted in David Petersen's excellent *Mouse Guard* comic books.

To play the game, you'll need two to six people, some pencils, paper, about 10 six-sided dice and a copy of this book. One player takes the job of playing the antagonists, supporting characters, setting and scenery. This player is called the Game Master or GM. The other players take on the role of individual guardmouse characters. They are the patrol.

The GM's job is to transform the players' guardmouse characters into heroes. How does he do that? By challenging the players with obstacles set in their path. It is only by overcoming difficult challenges and passing through the fire of conflict that the players' characters can become heroes.

## STRUCTURE OF THE BOOK

There are 12 chapters in this book. This introduction gets us started and presents the basics of the Mouse Guard game. Next, in the *Mouse Guard* chapter, we look at the Mouse Guard characters in detail. Following that, we delve into what drives the Guard in *It's What We Fight For*. *The Mission* details how to play a session of the game. *Resolution* describes how to determine the outcome of dangerous situations in which the Mouse Guard are often involved. *The Seasons*, *The Territories* and *Denizens of the Territories* each take a piece of the Mouse Guard setting and present how to use it in the game. *Abilities and Skills* and *Traits* illustrate the rules for individual skills and traits. Those chapters also describe how to improve skills and traits and earn new ones. The *Sample Missions* chapter provides you with three prewritten missions you and your friends can play. It also contains 12 sample characters you can use in the sample

missions or in missions of your own design. Lastly, *Recruitment* gives instructions on how to make your own guardmouse.

## Getting Started

In order to play the game, at least one player at the table will have to read the *Mouse Guard, It's What We Fight For*, *Mission* and *Resolution* chapters. He can reference the book and teach the other players as the game goes on. I recommend that you also read and use the *Sample Missions* chapter.

You can refer to everything else in play.

## Using This Book

This book uses a number of tricks to help you understand and navigate it. The text is written to address the GM or the players at specific times and color-coded references are used to let you know where you need to go.



When you see Celanawe, the text is talking directly to the players. "You" means "you, the player." If you see this icon at the top of a section of the book, the paragraphs that follow are also addressed to the player.



When you see Gwendolyn, the text is talking directly to the GM. "You" means "you, the GM." If you see this icon at the top of a section of the game, the paragraphs that follow are addressed to the GM.